

```
1 #ifndef _PLAYER_H_
2 #define _PLAYER_H_
3
4 #include "PlaceableActor.h"
5
6 class Key; // you can only forward declare pointer types
7
8 class Player : public PlaceableActor
9 {
10
11 public:
12     Player();
13
14     bool HasKey(); // Confusing
15     bool HasKey(int colour);
16     void PickUpKey(Key* key);
17     void UseKey();
18     void DropKey();
19
20     void AddMoney(int money) { m_money += money; }
21     int GetMoney() { return m_money; }
22
23     int GetLive() { return m_lives; }
24     void DecrementLives() { m_lives--; }
25
26     virtual void Draw() override;
27
28 private:
29     Key* m_pCurrentKey;
30     int m_money;
31     int m_lives;
32
33 };
34
35 #endif // !_PLAYER_H_
36
```